

DEVELOPING PROGRAMS FOR AN ASSIGNMENT —OR FOR ANY PURPOSE

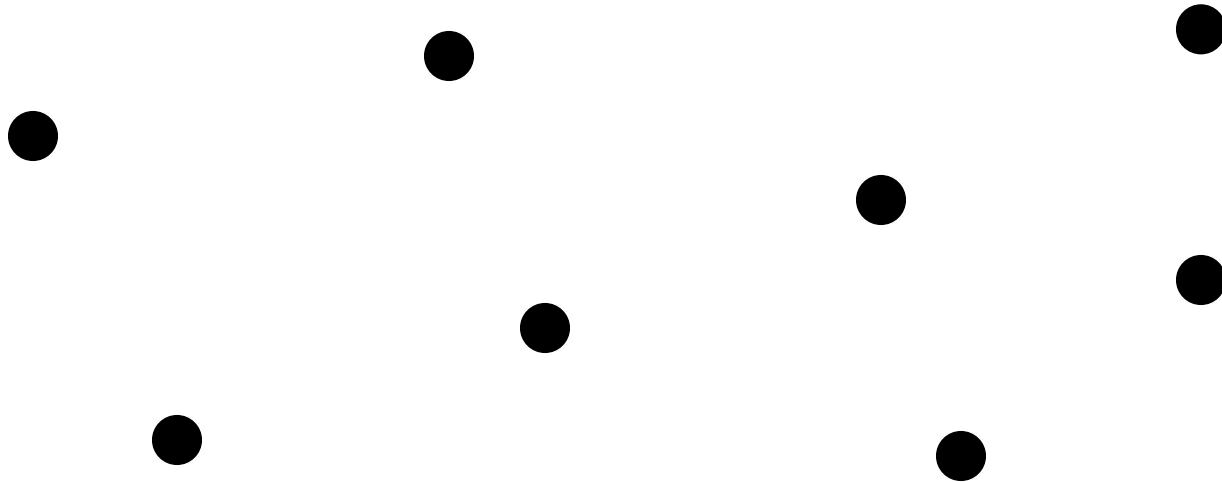
Lecture 23

CS2110 – Spring 2015

Assignment in math or physics

2

Separate, independent problems. You spend time on each one, doing the best you can. Your grade is the sum of grades on individual problems.

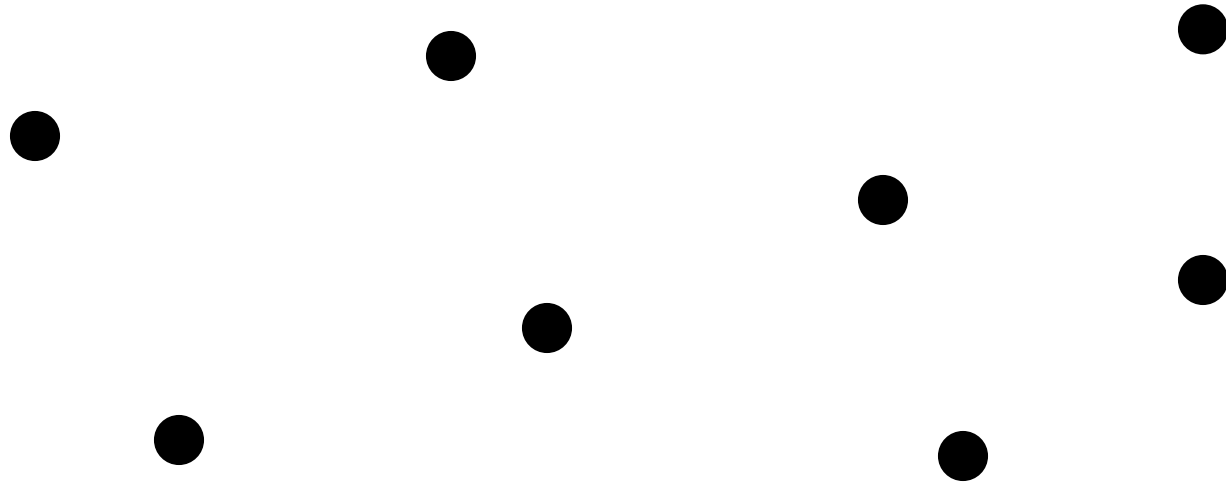


Programming assignment

3

Some of you treat a programming assignment like a math or physics assignment:

Separate, independent problems. You spend time on each one, doing the best you can. You think your grade should be the sum of grades on individual problems.

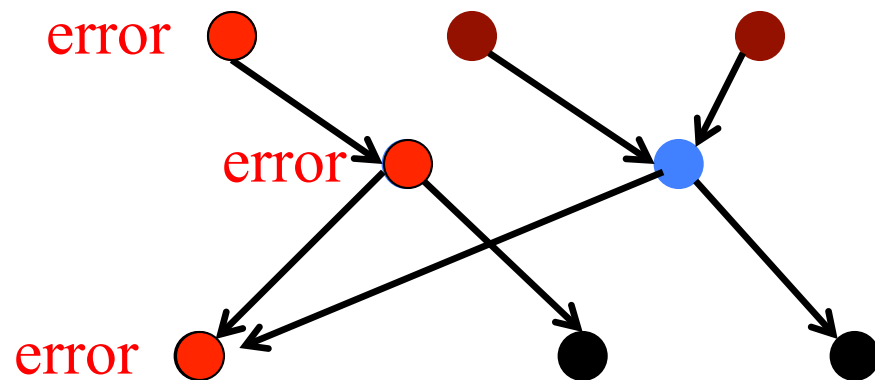
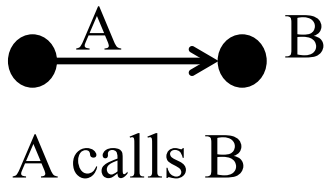


Programming assignment

4

Some of you treat it like a math or physics assignment:
Separate, independent problems. You spend time on each one, doing the best you can. You think your grade should be the sum of grades on individual problems.

Triple jeopardy!
I got marked off on 3 methods, but only one is wrong!



Programming assignment

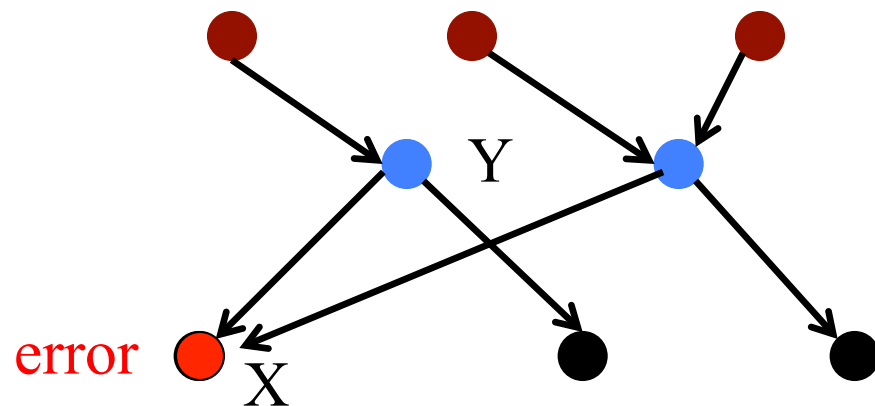
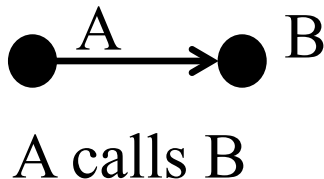
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This submission should be graded in two ways.

1. Three methods are wrong. Points off for each.
2. Programming methodology not followed.

Since A1, we emphasize: program and test methods in groups, not moving on to the next one until the current group is tested and believed to be correct.

Don't even **think** about programming Y until X is tested and believed to be correct.



Always use good methodologies, strive for simplicity

6

Try as I might, I make errors. Typos, small mistakes, logical errors. I can say one thing and mean another.

I get by only by following sound programming methodologies to catch mistakes early and to save time —when I don't, I invariably get into trouble.

Whether you are writing a program, designing some project in mechanical engineering or chemical engineering, working at some job in financial engineering, or doing systems engineering, use sound methodologies and strive for simplicity.